MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2017/18

MIM7413 - INTERACTIVE INSTRUCTIONAL MULTIMEDIA DEVELOPMENT

(All sections / Groups)

6 FEBRUARY 2018
10.00 a.m. – 12.00 p.m.
(2 Hours)

INSTRUCTION TO STUDENT

1.This Question paper consists of 3 pages including cover page with 4 Questions only.

2. Attempt **question 1** in PART ONE (***Compulsory***).

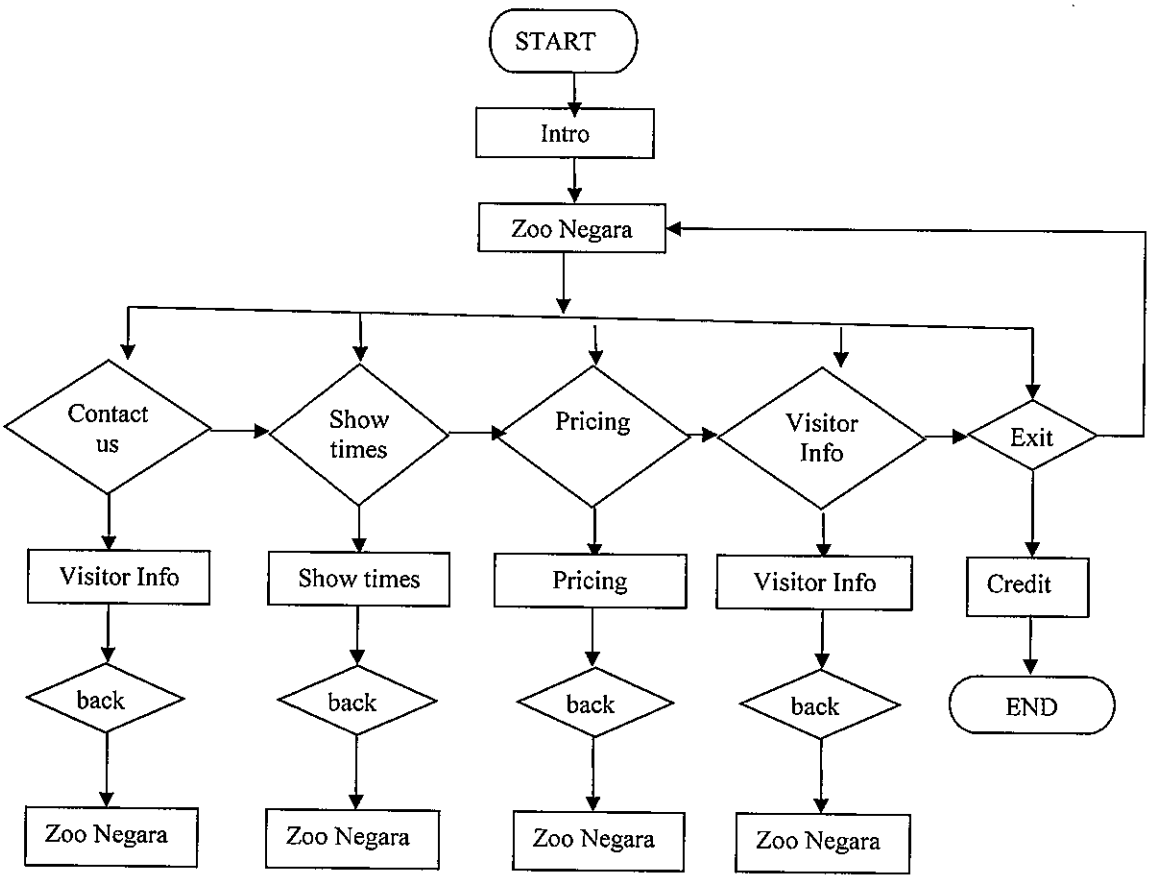
3. Attempt **TWO** out of THREE questions in PART TWO. All questions carry equal marks and the distribution of the marks for each question is given.

4. Please print all your answers clearly in the answer Booklet provided.

Part One - 20 points:

Question 1

Like an outline for a paper, flowcharts and storyboards save time and improve the quality of the final product by assisting us in the planning and preparation stages of a project. They help us plan what we are going to do so we know where a project is going. Then they keep us focused on the final goal. Design a storyboard based on the flowchart below.



The following information must be included in the storyboard:

a) A sketch or drawing of the screen, page, or frame.
b) Color, placement, and size of graphics, if important.
c) Actual text, if any, for each screen, page, or frame.
d) Color, size, and type of font, if there is text.
e) Narration, if any.*
f) Animation, if any.
g) Video, if any.
h) Audio, if any.
i) Audience interaction, if any.

Continued .....

Part Two - Short Answers (20 points):
Anaswer 2 OUT OF 3 QUESTIONS. The distribution of marks for each question is given

Question 2

The treatment is one of the important steps in planning phase in interactive multimedia development process. The treatment of an interactive multimedia title is how this title will be presented to the user.

(a) List down the treatments that can be included in an interactive multimedia title. [2]

(b) In your own words, explain these treatments in details. [8]

Question 3

a) What is Flowchart? (*1 mark*)

b) List down the advantages of Flowchart. (*3 marks*)

c) In flowchart, the elements themselves are represented by uses FOUR standardized symbols /simple **icons** (circles, oval, rectangles, and diamonds) to allow the viewer to focus on the way the user will move through the steps in a process. Discuss these standardized symbols in details. (*6 marks*)

[10]

Question 4

List down **three** phases in interactive multimedia development process. In your own words, explain these phases that you have to go through in developing interactive multimedia application.

[10]

End of Paper